

**Amendments to the Specification:**

Please replace the paragraph beginning at page 4 line 6 with the following amended paragraph:

Another problem facing webcasters is that within the webcasting market, especially the video casting market, a large number of incompatible encoding and compression formats, hardware, and software have been developed (i.e., such as those developed by companies like Microsoft, RealNetworks, and VDO). This is significant because all webcasters employ some type of a compression and decompression (i.e., codec) scheme to deliver their streaming information over the communications networks at an acceptable data rate. Unfortunately, these various codec schemes are typically not compatible (for example, Microsoft's NetShow NETSHOW® computer program is incompatible with RealNetwork's RealMedia REALMEDIA computer software Audio/Video standards), and end users are forced to download multiple media players (e.g., codec software) that are specific to the streaming media compression schemes they are receiving to make use of the streaming media. Presently, there are no effective tools that allow a webcaster to process, mix, and time-synchronize media streams encoded under different codec schemes to produce a combined output media stream or streams. This incompatibility of standards limits the ability of webcasters to effectively utilize the large breadth of sources of streaming media (i.e., webcast content) available when the webcasters are developing their webcasting products.

Please replace the paragraph beginning at page <sup>20</sup>~~21~~ line <sup>22</sup>~~1~~ with the following amended paragraph:

The time-adjusted streams 234 are processed by the streaming media processor 240 to create a compressed composite stream or synched media signal 114, which is then transmitted over the Internet 144 to end-user nodes 170, 180. The media stream 114 is typically compressed and formatted to a conventional compression standard depending on the type of media file (e.g.,